

# NOAH

*Northern Ohio Atari Helpers*

## NewsNotes

*February '93*



## **NEWSNOTES**

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# N.O.A.H. News

It sure is nice to see the influx of new articles coming across my desk lately. People like *Kevin Steele*, *Gary Dooms* and *Doc Terror* (a.k.a. *Mike Rendos*) have been putting together some interesting reading for all of us. In order for this group to be successful, contributions and assistance from more people is the order of the day. It's also nice to see the early success of the GFA support group formed and led by Gary Dooms. This guy has a lot of talent and has generously decided to share it with those interested. I'm already beginning to see the fruits of their labors. Some of the programs they develop will be on **ST Nerd BBS** shortly and some are already on there now. One you might want to try is a bingo game by Dennis Griffin. This thing even prints out the bingo cards! Gary said that this one might even keep his wife at home. Are you sure you wanna show it to her Gary?

Lots of speculation lately concerning the 8-bit group, **NOAH 8**. This will be a topic of conversation and voting at the meeting this month. There is also an editorial in these pages by Doc Terror concerning this. Please read it and decide for yourself at the meeting.

Well, if **ATARI** has lived up to it's promises, I should be typing this on a Falcon 030. Well, maybe not this one, but according to **ATARI** they should be in our hands by January '93. Since this is being typed in Late December of '92, I don't know if they have yet. Here's hoping that they live up to this one. Have a good month...



Doug

# *Editorial Comment*

## **"NOAH 8 MOVING?"**

It has come to my attention that the **NOAH 8** Meeting are not being held up at AAA Video anymore. The leader of the group, Brian Boggess, has moved them to B&G Electronics without permission to do so by the Staff of **ST N.O.A.H.** A set time or day could not be agreed upon by Mr. Boggess for the meetings, but many possibilities were available to him. So Mr. Boggess took his meetings elsewhere. **NOAH 8** is the Atari 8 bitters only means of support in the Cleveland area, since most of the older user groups have folded in this area. They have been recognized as an official 8 bit user group in Atari Magazine and have attracted many of the old 8 bit faithful users. They have given the old 8 bitter some light at the end of the tunnel. The user group is showing some success. The problem is: Why has B&G claiming **NOAH 8** as theirs by holding the meetings at the store? This is very odd. Are they trying to gain a 8 bit group for their tampering or is this just a plot against AAA? The decision is yours. I am not going to take this lying down. B&G should not have credit for this group nor should they be associated with **NOAH**. An ultimatum will have to be given to **NOAH 8** leaders for them to decide whether they should keep the name and move back to AAA Video or change the name and stay. I myself would like to see them back, because I do not want them to suffer the same fate as The Atari Peekers when B&G failed to be there.

Thank You.



**Doc Terror**  
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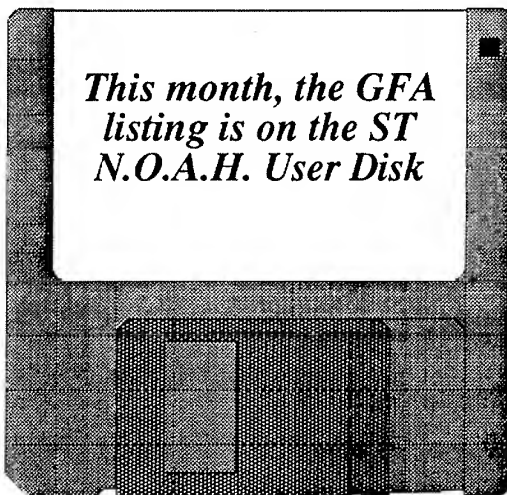
# *GFA News*

By: 'Guru' Gary



Last Meeting: Many thanks to all that attended last month's meeting. Especially to the NOESTAG members who came all the way from Youngstown to contribute. A special thanks to Dennis Griffin for his newest project which we put on the "Disk Of The Month". His bingo game is definitely one to try. The number of ideas for programs suggested were numerous and some bear some looking in to. This is the whole idea of the group, to develop software that meets the needs of the people using it, not the people writing it. Resource creation was also discussed and will be taken further in future meetings. Another nice project by Gary was a great little de-arc'ing program that is pretty much moron-proof. Try this one out also. Many thanks.

## *GFA Listing* of the month...



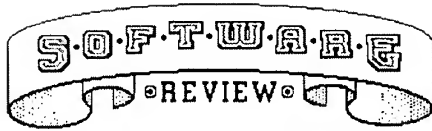
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by: *Phil D'Angelo*  
courtesy of N.E.O.S.T.A.G.

Sometimes software like Rodney Dangerfield “don’t get no respect”. For whatever reason some great titles seemed to have gone on, virtually unnoticed. Some of these titles have passed on to computer oblivion because of being so protected the pirates never were able to spread them around, this is good in one way yet the names remained obscure because of lack of exposure. Some, recently, have not gotten much exposure for the lack of U.S. magazines to bring them to the attention of the U.S. public. For whatever reasons here is a list of quality titles that have virtually passed unnoticed.

### ***WRATH OF THE DEMON* - READYSOFT**

Here is the game that Psygnosis promised Shadow of the Beast would be! Here are all the colors, action and gameplay that Beast never was on the ST. Sure, on the Amiga it was a masterpiece but much was left out of the ST version. Readysoft who became famous for the Don Bluth Dragon’s Lair and Space Ace games should be better known for this gem. Every feature you could want has been implemented. On an Ste you get full use out of a 4000+ color pallet, stereo sound and ultra fast and smooth scrolling. On a standard ST there is very little loss of quality. A game save option is available between levels. There is a great animated intro and beautiful between level graphic screens to set the mood for that level. Most of all it is a great load of fun and a great way to show off what your St can do!

### ***PANZA KICK BOXING* - FUTURA**

The finest beat ’em up ever made could easily go to this title. Actual film footage has been used to create smooth moving characters that act and react in a true, life like manner. The program also allows you to increase your skills by three types of training or by winning matches. You also can save your character to disk and later use it against another competitor, human or computer. If you have ever seen a Van Damme movie and craved that sort of action, this is your ticket!

## ***MAD DOG WILLIAMS* - GAME CRAFTERS**

The loss of Sierra to the ST community should be softened by the entry of this fine title by a group of AMERICAN programmers. Here is a 3D adventure that allows you to use your joystick, not mouse, to move your onscreen character. Many details have been added and fine use of the Roland sound module for added atmosphere for those that have one. Many of the weakness' of the Sierra line have been corrected by this new team. Try it fi you have a yen for graphic adventures.

## ***OPERATION STEALTH* - DELPHINE**

The graphic adventure as a genre' has never been better executed than as it is in this fine title from the makers of FUTURE WARS, CRUISE FOR A CORPSE and the new ANOTHER WORLD. OPERATION STEALTH was their second release in the Cinematique' series and is a joy to play. All commands are via a point n' click interface. The graphics exceed those in FUTURE WARS and the sound through a Roland synth is exceptional! The plot is like any James Bond movie you have ever seen and the excitement is non stop. Arcade sequences have been seamlessly inserted to add to the excitement. Puzzle solving skills and a good sense of logic are also needed to complete your assignment. Look for this one on a new compilation from U.S. Gold!

## ***WHAT IS AN OBITUS?***

To tell you the truth I don't know, outside of the title of the PSYGNOSIS game that just now is hitting the U.S. The storyline reads like "A Connecticut Yankee In King Arthur's Court", you are driving down a country road along the English countryside when a rather severe storm occurs. You take shelter in an old tower and rest, waiting out the storm. When you awaken the tower's four doors are locked and there in a corner, could it be a key? So begins one of the nicest and best executed adventures in computer history. As you proceed to use the key to open on of the doors you realize "this aint Kansas, Toto!" You are enveloped by a fantasy world so real and full of rich detail that you immediately fall prey to the programers imagination. The graphics are first rate and a new dimension has been added to a parallax system that makes you feel



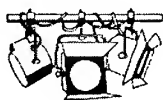
like you are entering in and out of an environment not walking around a computerized map. More details would only take away from the awe and wonder associated with the fun involved in the exploration of this new world and in solving the riddle on how to escape it. This is a title not to be missed by ardent adventure fans. The docs are a bit on the sparse side but were probably done that way to force you to explore all the details of this wonderland. Controls are by mouse and/or joystick, the sound is sparse but well implemented and the graphics are extraordinary.

## ***LORD JOHAN ON LORICIEL'S DISC***

How would you like to enter the computerized world of Tron? In a game released by Loriciel you get your chance. The name of the game is Disc. You begin the game by choosing your alter ego from a plethora of different characters. You can play against the computer or another human opponent. You wield a discus-like weapon that you use to hurl at your opponent, knock out his tiles, or get power ups for your discus. You can challenge your opponents for ranking, enter a championship, or go for it all in a free for all tournament. The graphics are nice and movements are smooth and swift. The sound are sparse and but the digitized effects are extraordinary. Your ultimate goal is to defeat Eagle and take over his ranking and be the best disc gladiator around.

*Lord Johan is John Seman of Girard, Ohio. John and his twin brother Robert own an ST, Amiga and a PC clone and just about every role playing game ever made.*

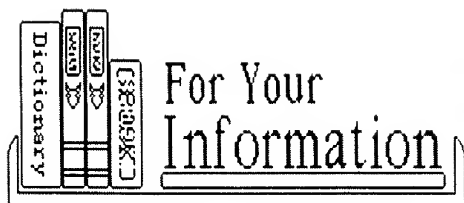
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### **Press Release: For Immediate Release**

The LINK(TM) An all new external SCSI host adapter for Atari ST computers Rockford, Illinois, July 22, 1992 -- ICD, Incorporated, a leading designer and manufacturer of hardware enhancements for Ataricomputers, today announced The Link, a highly integrated external SCSI host adapter for all Atari ST computers. For the past five years ICD has enjoyed an enviable reputation as the world leader of interfaces connecting Atari ST computers to SCSI devices. Not willing to rest on its laurels, ICD is always looking for ways to push the envelope for data transfer rates, to use the latest in hardware and software technology in order to continually redefine state-of-the-art in the Atari ST host adapter market. This path has given ICD customers the fastest possible hard drives, with uncompromising compatibility and speed at competitive prices. The Link, from ICD, allows Atari owners even more flexibility in their choice of hard drives. The Link is an external SCSI host adapter designed to plug in to a standard 50 pin centronics style SCSI connector. In an attractively-designed molded case measuring just 2.5 inches by 3 inches and less than .75 inches thick (63x76x19 mm), The Link will fit into most any SCSI environment. The Link is powered by the termination line of the target SCSI device and will support up to 8 SCSI devices. This allows the use of external SCSI drives originally designed for the Apple Macintosh, IBM PC, Commodore Amiga, NeXT, Atari TT and Falcon, or most other standard SCSI drives with Atari ST, STE, Stacy, and STBOOK computers. Just plug and go. Since most

# *Coming Soon...*

## **The N.O.A.H. MIDI Column**



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# *True Atari Confessions*

(or: why I now own a Mac)

by Kevin Steele

By now, most everyone involved with NOAH knows that I have moved completely into the Mac world, selling off my Mega ST and all of my Atari software. Since I've never fully explained why I left Atari, I thought I would take the time to list my reasons for leaving.

First off, let me say that it was a very, very hard decision to make. I took a long time to reach the decision that going Mac was the right thing for me to do. It was an expensive decision, but in the end it benefitted my business greatly. It was my business, that of technical writing, that eventually forced my move into the world of Mac. You see, I regularly crank out huge manuals, loaded with flowcharts and scanned images. I could do some of this in PageStream, but then I couldn't generate a table of contents and an index. There wasn't a good ST program that could do good 'technical' publishing. I found a good solution in the form of a Macintosh program, WordPerfect 2.0 for the Mac. It could import (and even create) a wide variety of graphics. It did graphics, columns, indexes, figures, and also could export the finished product into WordPerfect 5.1 files for DOS, so that I could supply the finished product in electronic format to my DOS-centered clients.

Luckily, this program ran on my Mega ST through the Spectre GCR. The GCR allowed me to change operating systems without changing computers. With a little bit of elbow grease (and a few tweaks to my Mega ST's hardware), I had a virtual Macintosh. It was probably about 98% of what a real Mac offers. Problem was, that 2% created a whole lot of problems for me. You see, I have a Postscript laserprinter, and Macintoshes always talk to Postscript laserprinters through Appletalk, the Mac's built in networking system. Problem was, my Mega ST didn't have Appletalk built in (like real Macs do), so I couldn't take advantage of background printing and other goodies provided by Appletalk. I had to use an out-of-date, no-longer-supported printer driver (Async Laserwriter) that printed through the serial port. This, of course, meant I couldn't use a modem and the printer at the same time.

You see how one small problem cascaded into a mess of

them? This was the problem with having a system that was 98% compatible... that remaining 2% often ballooned into much more trouble than it appeared at first.

The straw that broke the camel's back (besides Atari's non-support and lack of new products) was System 7, Apple's new operating system for the Mac. In my opinion, this system defines what a good graphical operating environment should be. It allows multitasking and much more, and most Mac programs are becoming more and more System 7©dependent. The GCR, unfortunately, doesn't run System 7, and it's unclear if it ever will. If I wanted to run System 7 (and I did, desperately), I had to get a real Mac. I now own a Mac IICI and a PowerBook 100, and am more than satisfied, both with the computers and the company that produces them. Atari used to provide Power without the Price, but with their delays in shipping new products and Apple's lowered prices and wide range of computers, it just didn't make sense for me, as a person who needs a powerful computer, to stick with the hassles and problems of owning an Atari.

Don't get me wrong... the Atari ST is still a viable, useful computer for many people. But just as everybody doesn't drive the same car, so I found I needed something different. It'd be nice to see Atari produce as many different computers as Apple does, but somehow I just don't see it happening anytime soon. Which is a real shame.

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# *Kodak's Photo CD: Digital Photo Albums?*

by Kevin Steele

Perhaps by now you've heard about Kodak's new Photo CD system ... the new CD-ROM method of getting your film developed. Atari's new Falcon may have support for this new graphics format, and other computer makers are also scrambling to add support (Apple's Macintosh currently supports PhotoCD through its Quicktime 1.5 multimedia extension.)

So, you may be wondering what exactly is PhotoCD, and why in the world would you want to get your film developed on a CD disk instead of on photographic paper. If you've ever been tempted to buy a color scanner to scan in your old photographs, or you've always wanted to see your own face in print, PhotoCD may be just the thing for you. Well, if you've got the right hardware, that is.

First off, we need to discuss exactly what a PhotoCD is. It's a CD-ROM disk filled with digital versions of photographs taken from the roll of negatives you bring to your local film developer (either previously-exposed negatives or a fresh roll of film). These negatives are pressed onto a CD-ROM disk, at about \$1 a shot. This is slightly more expensive than plain photographs, but a lot more versatile.

Each photo is saved as five different size graphic files- there's a small 'preview' size, a larger full-screen graphic image, a tv-size image, a HDTV-size image, and a large 'press-ready' image (that takes over 19Mb to store!). You can pick from these images, and include any of them in a desktop publishing project or a multi-media movie.

In fact, if you've got one of the new consumer PhotoCD players from Kodak, you can play back a 'slide-show' on your TV, including special transition effects. If you want to use PhotoCD on your computer, you need a PhotoCD capable CD-ROM drive, preferably a 'multi-session'-compatible drive. Multi-session means that if you take your PhotoCD disk back to the developer with a new roll of film, those new photographs can be added to the disk, and your CD-ROM can access the new photos. Each PhotoCD disk is shipped in a standard jewel-box case that includes a printed 'preview' of each of the photographs on the disk.

PhotoCD has a lot of potential uses, some even for the home hobbyist (grin). Seriously, it is a very cost-effective method of getting digital versions of photographs, especially if you already have a CD-ROM drive. Cheap, accurate digital versions of your photographs are now as close as your local film developer

drives require no modifications, The Link won't affect the drive manufacturer's warranty. The Link, along with ICD's highly acclaimed software, also gives multi-platform computer owners unprecedented flexibility. If the SCSI drive is formatted under MS-DOS with FDISK, the user can directly read and write files from Atari computers under TOS using the ICD driver, IBM PCs running PC-DOS or MS-DOS, and Amiga computers running AmigaDOS 2.1 or later using the integral CrossDOS utility. Thomas Harker, president of ICD, explained, "This is a real breakthrough in SCSI support for Atari ST computers. Not only is this a great value in hardware connectivity, but the software that comes with it is unbeatable. CD-ROMs are now supported! Since The Link supports extended SCSI commands we wrote MetaDOS drivers to support the SCSI-2 standard for CD-ROM players. Floptical drives are now fully supported! With the Insite Floptical drive you can read and write IBM-compatible floppy disks at 720K, 1.4Mb, and 21Mb configurations on your Atari ST computer. Magneto-optical drives are also supported! We now support virtually all R/W optical drives in the 3.5 and 5.25 inch formats." The ICD Link is competitively priced and will be premiered at the Atari Messe in Duesseldorf, Germany in August. ICD is taking orders now with shipments expected in mid-August. The Link comes with a full one year warranty. For further information, contact Thomas Harker at ICD in the United States by phone (815) 968-2228 extension 120 or fax (815) 968-6888. The Link is a trademark of ICD, Incorporated. Other trademarks are those of their respective holders.

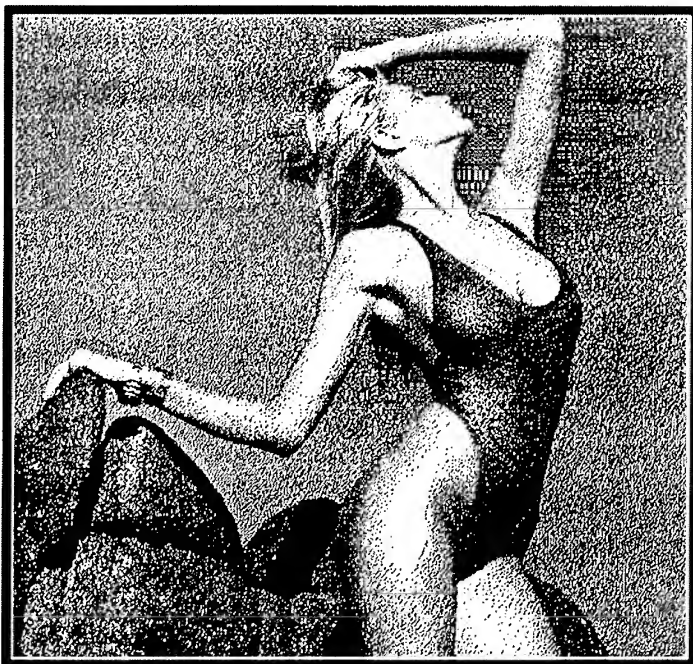
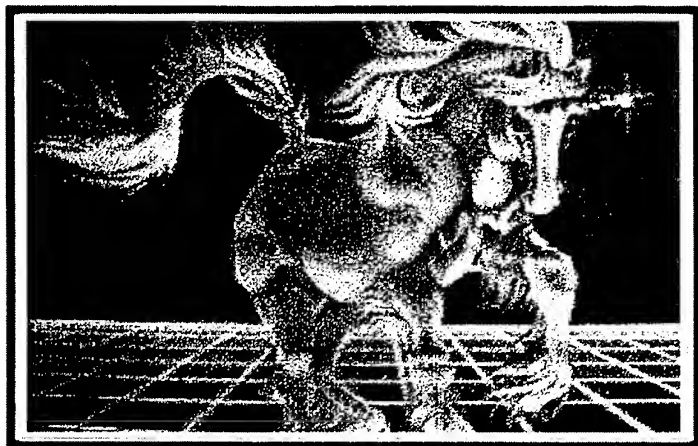
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# *ST N.O.A.H. Library*

Just a sampling of some of the new additions to the already gigantic clip art section of the ST NOAH PD Disk Library. This and the rest are available to all members at a nominal charge per disk. Contributions are accepted at a 1 to 1 exchange rate.





# TERRORIST CORNER

Welcome to my domain. The only place where you can get your monthly doses of Terrorizing in one short article. Some people have asked me why I act this way, but I usually tell them that it is inherited. There is no skill to terrorize, but a skill is needed to get away with it. So this is now my chance to teach my students how to terrorize.

Your first lesson is to harass people when there is an opportunity to harass. If someone asks a simple question that you could be answer with ease, reply to them in detail or question about their question. By doing this you could easily harass that person if not get them very angry. Either way you have accomplished your goal. This ends lesson number one.

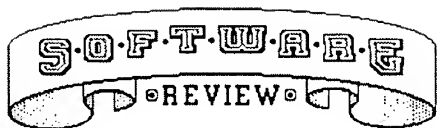
I will supply you NOAH Members with a monthly dose of Terrorization in every newsletter. Sure this stuff is not computer related but if I teach that one person how to terrorize, it will be well worth it. Because I need followers. I am the last of my kind.

See You Next Month with Lesson 2.

**MAKE A SYSOP HAPPY,  
TERRORIZE THEM!**



**Doc Terror**  
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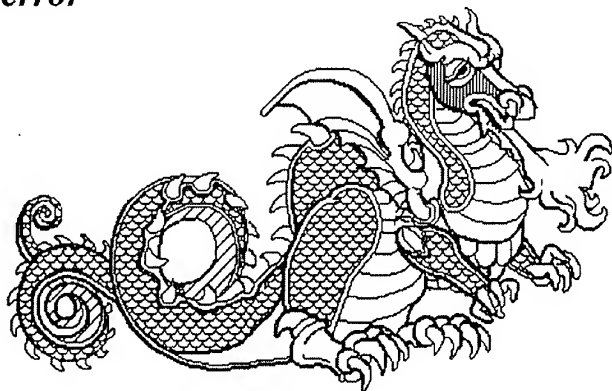


# Dungeon Master

By FTL

Are you looking for an addicting game? Are you willing to spend long hours and possibly days trying to solve this game? Are you willing to lead a party of 4 to try to defeat Lord Chaos and his Pets? If you answer yes to any of these, then you are ready to play this game. Dungeon Master has to be one of the better games out there for the ST. You are in charge of leading a party of 4 warriors into a deep dark dungeon where death and destruction are waiting for you. You will meet many evil creatures and solve many puzzles. You must get to Lord Chaos before the land is destroyed and evil prevails. You will encounter many strange creatures as you travel through these 14 levels of Horror. Some of them are, the nearly invincible Animated Armor, poisonous Worms and Scorpions, made of Stone Golems, vicious Red Dragon, and Lord Chaos himself. In order to succeed in this game, you have to gain experience and gain skill levels. But of course, you have to kill some monsters. So your task will not be easy. Are you capable of defeating Lord Chaos in this 3D Adventure game? I hope you are. These factors are all involved in conquering this game.

Thanks and Buy This One,  
***Doc Terror***



# *Kid's Coloring Page*



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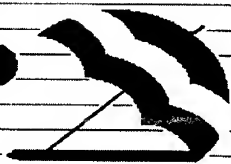
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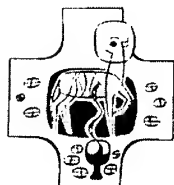


## More New Clip Art Disks

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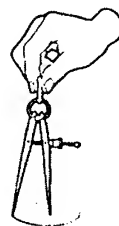
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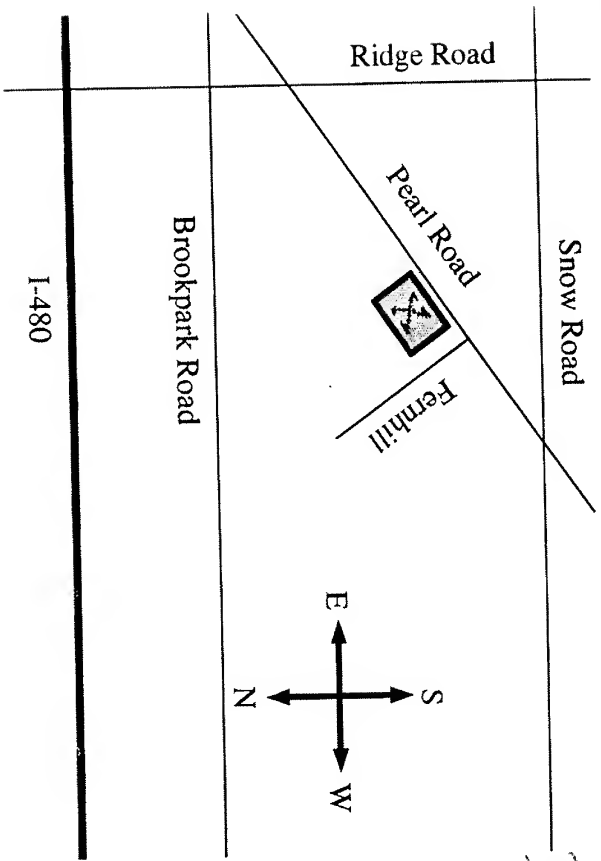
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